CHANNEL F™

FAIRCHILD VIDEO ENTERTAINMENT COMPUTER

VIDEOCART™-19 CHECKERS

TO PLAY: PRESS RESET.
Computer controls checkers at top of screen. You control checkers at bottom of screen

To move checker:
Move cursor over desired checker.
Push hand controller down to lock onto checker.
For diagonal movement: Push hand controller to

- 1-2 o'clock—lower left to upper right
- 4-5 o'clock—upper lefft to lower right
- 7-8 o'clock—upper right to lower left
- 10-11 o'clock—lower right to upper left

At desired location, push H.C. down to release checker.

----------------------------[VIDEOCART 19: CHECKERS]----------------------
---------------------------------[by Ice Queen Zero]--------------------------
-----------------------------------[Channel F]--------------------------------
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      INTRODUCTION
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Everybody must have played Checkers at least one time in their life. It's like a sister game to Chess. You move similar to the Bishop and hop over pieces to capture them instead of bumping them over and taking their spot. The Fairchild Channel F version is crap to say the least. It's damn near unplayable half the time as you struggle to highlight the piece you are looking for. To top it off you are always the red piece.

If you are playing this using the MESS emulator and you don't know the actual controls of the system, I will tell you the buttons to press on the emulator. As you can see, I've contributed a lot of screenshots to the system itself with the MESS. I'm playing this on the actual console itself.

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For my other guides: http://www.gamefaqs.com/features/recognition/74803.html

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      OVERVIEW
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A simple game of checkers where it's the red vs the black in a match for total domination. Much like chess, one must out-think the opponents next move and go for the kill.

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        CONTROLS
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Console and Controller

In this game, you will move the board into diagonals so...

Up/Left = up and left
Up/right = up and right
Down/Left = down and left
Down/Right = down and right
Plunge Down = select highlighted square and place checker

MESS EMULATOR

Button 1(Plunge Down) - Highlight selected square/place checker

Up/Left = up and left
Up/right = up and right
Down/Left = down and left
Down/Right = down and right

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GAMEPLAY
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- CPU always moves first as they are black pieces (they are not truely black in the game).

- You are always the red piece

- Move the pieces diagonally along the black squares only.

- A shruken square indicates the highlighted square.

- Eliminate opponent pieces by jumping over them (required if possible). This is why at times you can't seem to move to the selected square you wanted.

- You can only move forward

- You can only move one space

- Reach the other side end to become a king

- Kings can move backwards but only one space.

- It is possible to jump over mulitple pieces. If it's still your turn after jumping a piece then another jump can be made.

- Game ends when all opponet pieces are eliminated, opponents are trapped or it there is a stalemate like in chess.

Ever play checkers before as a board game? or have you played it as a computer game as well. Well if you have, then you already have an idea on how this game works. The object of the game is to eliminate all the opponents checker pieces from the playing field. Just like in the real game, you can choose to play as red or black. As far as who goes first, just like in the real thing, smoke always comes before fire, that means that black (representing smoke) starts first and goes before red (representing fire). There is the option to go against the computer or play against a friend which is represented since the computer can kick your but easily.

To eliminate the opponent's checker pieces there was be an open/empty space diagonally behind the opponent's space and you are to hop over it into that empty space. There are 12 pieces for each color on (1) the field. You must eliminate each piece or block the forward movement of some pieces to win the game. You can only move forward and jump pieces in a forward position. If a piece reaches the other end, it becomes a king and can back jump pieces as well as move backwards. There are also tricks like the double jump and the triple jump. This is executed when after you jump a piece there is another opponent piece that has an empty space behind it. It's easier to perform double or triple jumps with a king. The one part we hate about checkers is that if a jump can be made then it has to be made instead of dismissing it. This totally messes the strategy of some players.

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CREDITS

Fairchild for making the game.
GameFAQs for hosting my FAQ as well as my reviews.
The readers for reading the FAQ.
My grandpa, Jageau "Jagged O" Steile Sr. for having the actual Channel F unit.

CONTACT ME

My email address is here if you have any questions to ask about this FAQ or give any suggestions.

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[at] = @ and [dot] = .
Don't want any email bots.

Check out me and my sisters Youtube page at
http://www.youtube.com/user/PurrfectTrio

Thank you for reading

-Ice Queen Zero
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